

09/894,392MS171134.01/MSFTP214US**AMENDMENTS TO THE CLAIMS**

This listing of claims will replace all prior versions of claims in the application:

Listing of Claims:

1. (Currently amended) A system that facilitates maintaining an item, comprising:
 - a first data store that stores the item in an active state;
 - a second data store that stores the item in an archived state; and
 - an inference system that inferentially determines whether to store the item in an active or archived state based at least in part upon
a cost-benefit analysis comparing an overhead cost attributable to storing the item in the active state to a benefit associated with storing the item in the active state, the benefit determined at least in part by calculating a probability a user will access the item in the future; and
an assessment of the item's worth relative to other items actively stored, wherein the item is stored as active according to the space available in the first data store, the cost-benefit analysis, and the assessment of the item's relative worth information related to at least one of: a property of the item, a property of a user and extrinsic data.
2. (Currently amended) The system of claim 1 further comprising:
a property log that stores as evidence at least one of: information related to a property of the item, a property of a user and extrinsic data user preferences gathered from implicit evidence obtained by monitoring user activity, the inference system consult[[s]]ing the property log when making an inferential determination.
3. (Cancelled).
4. (Cancelled).

09/894,392MS171134.01/MSFTP214US

5. (Currently amended) The system of claim 4, the inference system ~~further basing determinations upon utilizing a value density of the item to perform the cost-benefit analysis.~~

6. (Original) The system of claim 5 wherein the value density can be stated as the probability of user access given evidence divided by the size of the item and which can be defined as:

$$\text{value density} = \frac{p(\text{access} | E)}{\text{item size}}$$

7. (Currently amended) The system of claim 6 wherein the inference system determines whether the item should be regarded as a one-shot item ~~based upon at least one of: a property of the item, a property of a user, extrinsic data, a determined probability and value density.~~

8. (Previously presented) The system of claim 7 stores a one-shot item in an archived state after it is accessed.

9. (Cancelled)

10. (Previously presented) The system of claim 1 further comprising:
a learning system that acts upon the inference system and modifies inferences made thereby based upon at least one of: a property of the item, a property of a user, extrinsic data, a determined probability and a value density.

11. (Currently amended) A utility based item archiving system comprising:
means for storing an item in fast memory;
means for storing an item in archival memory, the archival memory slower than the fast memory;
means for determining [[the]] a utility of [[an]] the item, the utility determined at least in part by calculating a probability a user would prefer the item stored in fast memory; and
means for determining one or more costs associated with storing the item in fast memory, at least one cost relating to the size of the item;

09/894,392

MS171134.01/MSFTP214US

means for determining one or more gains associated with storing the item in fast memory,
at least one gain relating to the utility of the item;

means for determining a relative utility of the item, the relative utility determined by
comparing the item's utility to the utility of at least one other item; and

means for inferring whether to store the item as active in fast memory or archive the item
in archival memory the item based upon size of the fast memory, the costs, the gains, and the
determined relative utility of the item.

12. (Cancelled).

13. (Currently amended) The system of claim 1[[2]]1 being temporally sensitive such that
[[a]]the determined utility of [[an]]the item and storage inferences drawn therefrom are
continually updated over time.

14. (Cancelled).

15. (Currently amended) The system of claim 1[[4]]3 wherein the ~~cost benefit analysis~~
~~means yields~~ means for inferring determines a value density that is a measure of item utility
versus size.

16. (Currently amended) The system of claim 15 wherein the means for inferring employs a
knapsack packing analysis is employed to determine how to store the item.

17. (Original) The system of claim 16 wherein, when more than one item exists, the knapsack
packing analysis considers respective value densities of items to determine which items to store
as active and which items to archive.

18. (Currently amended) A method for determining how to store items comprising:
determining respective item utilities through probabilistic computations;
determining respective value densities of the items based upon determined probabilities
of future item access and item sizes; and

09/894,392

MS171134.01/MSFTP214US

assessing a worth of an item relative to at least one other item utilizing the determined utilities and value densities;

inferring whether to store actively in fast memory, archive or discard items based upon at least one of: space available in fast memory and the determined relative worth probabilities and the value densities.

19. (Previously presented) The method of claim 18 further comprising:
 updating determined item utilities over time;
 determining modern value densities based upon updated item utilities; and
 making contemporary inferences from at least one of: the temporally adjusted probabilities and value densities.
20. (Currently amended) The method of claim 19, ~~when more than one item is present~~, further including:
 mitigating inefficient use of active space by applying a knapsack computation to the modern item value densities.
21. (Currently amended) A method of streamlining actively stored items comprising:
 determining item utilities and value densities;
 ordering items according to their utilities and value densities;
 storing items in an active item store having fast memory according to their utilities and value densities as space permits;
 removing items from [[an]]the active item store to make space available for an item with higher utility and value density, wherein removing the items comprises archiving the items in a slower data store when at least one of: determined item utilities and value densities fall below a predetermined threshold.
22. (Currently amended) The method of 21 furthering comprising:
 removing one-shot items from [[an]]the active item store after being accessed a first time.

09/894,392

MS171134.01/MSFTP214US

23. (Currently amended) A computer-readable medium storing computer-executable instructions ~~adapted to~~ for performing the method of claim 18.

24. (Currently amended) A system ~~adapted to~~ infer how to store an item, comprising:
a probability component ~~adapted to~~ determine a probability that the item will be accessed at a later time;
a cost-benefit component ~~adapted to~~ determine a value density of the item as a function of the determined probability and ~~the~~ size of the item; and
an inference system ~~adapted to~~ infer whether to store the item in an active fast memory or archive ~~the item in a slower~~ store based upon at least one of: the determined probability and value density, space available in the fast memory, and the value density of at least one other item.

25. (Currently amended) The system of claim 24 wherein the probability component is ~~adapted to~~ determines the probability based upon at least one of: information related to a property of the item, a property of a user and extrinsic data.

26. (Previously presented) The system of claim 25 further comprising:
a property log operative to store information regarding at least one of: a property of the item, a property of the user and extrinsic data.

27. (Original) The system of claim 26 being temporally sensitive such that information stored in the property log is updated over time.

28. (Currently amended) The system of claim 27 being temporally sensitive such that at least one of: [[a]]~~the~~ determined probability, value density and inference drawn therefrom is updated over time.

29. (Currently amended) The system of claim 28 further comprising:
a learning system ~~adapted to~~ learn how to adjust the inference system based upon at least one of: updated log information, determined probabilities and value densities.

09/894,392

MS171134.01/MSFTP214US

30. (Original) The system of claim 24 further comprising:
an interactive user interface (UI).
31. (Original) The system of claim 30 wherein conditions are utilized by the probability component and inference system, the UI including a selection element operative to allow a condition to be enabled/disabled.
32. (Currently amended) The system of claim 31 wherein the UI further includes an entry element operative to allow a condition to be configured.
33. (Currently amended) A system operable to determine which of a plurality of items to store actively comprising:
a probability component adapted to determine respective probabilities that the items subsequently will be accessed;
a cost-benefit component adapted to determine respective value densities as a function of the respective probabilities and sizes of the items;
an inference system adapted to infer whether items should be actively stored in fast memory based upon at least one of the respective probabilities and value densities; and
an optimization component operable to determine which items to store remove from being actively stored and place in an archival store based upon a comparison of the respective relative value densities of the items and an amount of active space available.
34. (Currently amended) The system of claim 33 wherein the probability component is adapted to determine the respective probabilities of the items based upon at least one of: respective properties of the items, a property of a user and extrinsic data.
35. (Currently amended) The system of claim 34 further comprising:
a property log operative to store information regarding at least one of respective properties of the items, a property of the user and extrinsic data.

09/894,392MS171134.01/MSFTP214US

36. (Original) The system of claim 35 being temporally sensitive such that information stored in the property log is updated over time.

37. (Currently amended) The system of claim 36 being temporally sensitive such that at least one of determined probabilities, value[[d]] densities and inferences drawn therefrom are updated over time.

38. (Previously presented) The system of claim 37 further comprising:
a learning system adapted to learn how to adjust the inference system based upon at least one of: updated log information, determined probabilities and value densities.

39. (Currently amended) A method to determine which of a plurality of items to store actively comprising:
determining respective probabilities that the items will be accessed in the future;
determining respective value densities as a function of the respective probabilities and sizes of the items;
ordering the items according to their value densities;
inferring whether items should be actively stored in fast memory based upon at least one of: respective probabilities and value densities; and
determining which items to store in active space based upon the respective order of the value densities of the items and an amount of active space available; and
determining which items to remove from active space based upon the order of the value densities of the items and the amount of active space available.

40. (Previously presented) The method of claim 39 further comprising:
determining the respective probabilities of the items based upon at least one of:
respective properties of the items, a property of a user and extrinsic data.

41. (Currently amended) A computer-readable medium storing computer-executable instructions adapted to for performing the method of claim 39.

09/894,392

MS171134.01/MSFTP214US

42. (Currently amended) A system ~~operable~~ to infer whether an item will be accessed only once or more than once comprising:

an inference system ~~operable~~ to infer whether an item will be accessed only once or more than once ~~and to discard or move one or more items likely to be accessed only once to a slower memory store after the one or more items are accessed once, the inference based on a~~ comparison of properties of the item to properties of other items that have been accessed only once, the inference system ~~being operable to analyz[[e]]ing~~ properties of a user and extrinsic data; the inference system having:

a probability component adapted to determine the probability that the item will be accessed only once; and

a cost-benefit component adapted to determine a value density of the item as a function of the determined probability ~~and size of the item~~, the inference system ~~operable to~~ compar[[e]]ing at least one of: the determined probability and value density to probabilities and value densities of items that have been accessed only once to infer whether the item is likely to be accessed only once.

43. (Currently amended) A method to infer whether an item will be accessed once or more than once comprising:

comparing properties of the item to properties of other items that have been accessed once;

analyzing properties of a user and extrinsic data;

determining a probability that the item will be accessed only once;

determining a value density of the item as a function of the determined probability and size of the item; and

comparing the determined probability and value density to probabilities and value densities of items that have been accessed once; and

~~removing the item from fast memory after the item has been accessed if at least one of the determined probability and value density of the item are similar to at least one of probabilities and value densities of other items that have been accessed once.~~

09/894,392MS171134.01/MSFTP214US

44. (Currently amended) A computer-readable medium storing computer-executable instructions ~~adapted to~~ for performing the method of claim 43.

45. (Currently amended) An interactive user interface (UI) adapted to display a condition that affects how a decision is made regarding the storage of an item comprising:
a selection element operable to allow a condition to be enabled/disabled; and
an entry element operable to permit a condition to be configured, wherein the condition relates to a probabilistic analysis for determining whether to store the item in a fast memory or in an archival memory, the probabilistic analysis based at least in part on the item's worth relative to other items to be stored and size of the fast memory, and wherein the item's worth is determined at least in part by calculating a probability a user will access the item at some later time.